

SCALA

MULTIMEDIA MM300

English
manual

FIRST EDITION



Scala MultiMedia MM300 upgrade

This appendix contains a description of all the new features in Scala MultiMedia MM300. First you find a list of what's new, and in most cases a reference to which page in the appendix the feature is described in depth.

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NEW FEATURES: AN OVERVIEW

Image processing

Fast Floyd-Steinberg dithering

See page 23

Pictures and brushes can now be remapped using the Floyd-Steinberg algorithm, at a speed that leaves other packages way behind.

Resizing of brushes

See page 20

When importing brushes or pictures onto a page, the brushes can be resized freely. The resizing can utilize the Floyd-Steinberg algorithm for best results. Brushes can also be cropped.

Resizing of pictures

See page 23

Like brushes, it is also possible to manipulate the entire background. Pictures may be converted to different sizes, resolutions, number of colors, and so on.

24 bit support

See page 13

A fast preview mode for 24 bit pictures allows you to browse through 24 bit pictures without. Once you have selected a picture, it can be converted to any resolution and display mode.

Optimize palette

See page 25

This function calculates the optimal color palette for a page, taking pictures, brushes and text colors into account. The background and brushes are then remapped accordingly.

Support for additional file formats

A new addition to the Scala EX system allows support for loading and saving of different picture file formats to be added. Once a file format EX has been installed, it becomes totally transparent to the user. For example, you can select a GIF file as a background the usual way, and import PCX files as brushes. It is also possible to save the files as IFF, to speed up later usage. The file format EXes must be purchased separately.

NEW FEATURES: AN OVERVIEW

Text

See page 26

Improved antialiasing

There is now a new antialiasing level 4 available. It offers smooth, flicker-free text at an amazing rendering speed.

See page 22

Separate underline color selection

Underline color can be selected independently from the text foreground color.

See page 22

Background color

For subtitling purposes, this function renders text onto a rectangle. The rectangle can be transparent and of any color.

Background font list loading

The list of fonts is now loaded immediately when you start Scala, in a background task. This reduces or eliminates the waiting time when entering the edit menu for the first time.

Sound

See page 32

Sound playback directly from hard disk

The size of sound samples is now only limited by hard disk space, because they can be loaded from disk as they are played.

See page 32

DSS sound module support

Scala can now play back music modules created with GVP's Digital Sound Studio package.

NEW FEATURES: AN OVERVIEW

Wipes

Out wipes

See page 30

It is now possible to let texts wipe out. The texts can wipe out in any order and with any effect.

New wipes

See page 11

A whole new selection of wipes have been added. Many of these work on both pages and texts/brushes.

New text wipes

See page 28

Many of the wipes that previously only worked with pages, now work with texts/brushes too.

Crawl over background

See page 29

There are now two versions of the Crawl effect. The 'old' version uses the Amiga hardware to make a smooth horizontal scroll, but the disadvantage with this crawl is that the background scrolls together with the text, and therefore it is best suited for blank backgrounds. The new crawl wipe can scroll long text lines without affecting the background!

Less color fading

See page 11

If possible, Scala will convert two pictures in a wipe to the total numbers of colors in the two pictures, in order to avoid color fading during the wipe. On AGA machines, this works with up to 128-color pictures.

NEW FEATURES: AN OVERVIEW

Timing

See page 18

Absolute timing

The System menu now has a new set of buttons to control timing of scripts, called *Absolute Timing*. Instead of specifying the pauses between pages, each page is given an absolute time code in hours, minutes, seconds, and frames.

See page 18

External time code support

The Scala EX system has been enhanced to allow for external timing sources. For example, if you are using SMPTE time code from a VCR (via some EX), the script will always synchronize to the tape.

Record Timing

The well-known Record Timing function also works with absolute timing, internal or external.

Shuffler

See page 13

File requester shuffler

The Scala file requester can show shuffler images (thumbnails) for picture, animation, and brush files.

Shuffler versatility

The Scala Shuffler accepts images in many different forms. They can be normal IFF files, 24 bit files, or any format supported by file format EXes.

Drawing tools

See page 21

Line, rectangle, and circle

The editing menu includes three simple tools for structured drawing: line, rectangle and ellipse. The rectangles can also be given a beveled look, suitable for interactive buttons etc.

NEW FEATURES: AN OVERVIEW

Buttons

Sound on buttons

See page 17

Interactive applications can now provide audible feedback on buttons. Two different sound effects can be specified for this purpose; one when the user moves the mouse or joystick over a button, and another when the user selects a button.

"Automagic" button creation

See page 31

The process of creating interactive buttons has been simplified even more! By clicking on a screen object, such as a text, brush or rectangle, Scala will automatically create a button surrounding the object.

Other

See page 14

Enhanced Scala Utility support

The Utility launcher in the System menu can now start programs that modify script, picture, animation, or sound files. This is done by specifying the file type in the utility's icon.

See page 10

Save script in drawer

This function saves a script and all its associated files (pictures, brushes, sounds) into one directory.

New backgrounds

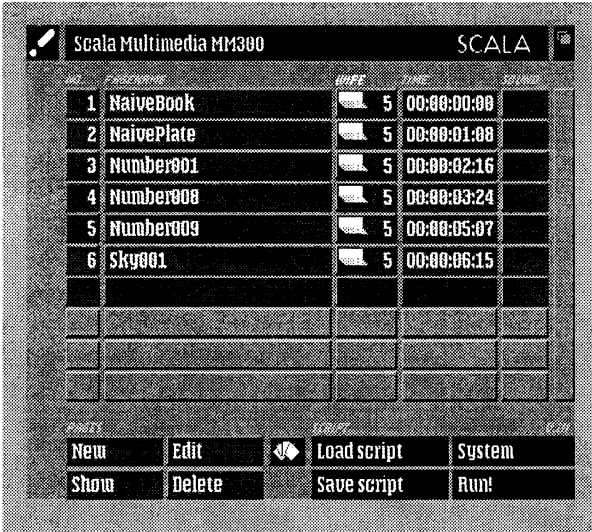
9 new Scala backgrounds have been added to the standard package, giving a total of 79 backgrounds. More are available separately.

See page 33-64

New EXes

The following EXes are now included in the Scala MultiMedia MM300 system: G-Lock, SuperGen, G2, AVideo/ ColorMaster 24 and GVP Impact Vision 24 EX. In addition, new versions of the MIDI and CDTV EX have been developed.

REFERENCE: MAIN MENU



Main menu

The Direct Access line

The Main menu is nearly unchanged. The only visible difference is that there always will be an empty line in the bottom of the script; this line is called the *Direct Access Line (DAL)*. The *DAL* is not an event, and will not show up during playback. The primary purpose of the *DAL*, is to let you easily add events that do not include a new picture or animation. For example, let's say that you need to play two different sounds when displaying a picture. Then you can put the first sound in the sound column of the picture, and then have a blank line below, that only contained the second sound (no picture!). Just click the *Sound* button in the *DAL*, and you can select which sound to play. When you have done this, a new *DAL* will appear at the bottom of the script.

Of course, you can also use the *DAL* to add a picture or animation - just double-click the *Page name* button!

REFERENCE: MAIN MENU

The *Direct Access Line* is always located at the bottom of the script, but you can drag it anywhere you want it. You can insert it after the current page by pressing the *SHIFT* key while selecting *New*.

When there is no script in memory, the *Direct Access Line* is at the top of the list. Otherwise, it's the last empty line. This is why there is *always* one blank line that you can't delete.

Time

The *Time* column can now display the timing in *absolute* values. In the *System* menu you can toggle between *Relative* and *Absolute* timing. *Relative* is the way it has been in previous versions of Scala - you define how long each picture will be displayed, measured in seconds and frames. In *Absolute* mode, the counter in the *Time* column starts at 00:00:00:00 (hours, minutes, seconds and frames), and increases from page to page. This is especially useful when using external sync, because Scala will then be able to synchronize the script exactly to for example a video tape with timecode. For further information, see the information about the new buttons in the *System* menu in this appendix.

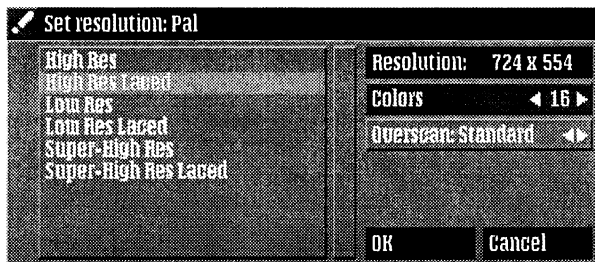
New

You can now load pictures of different file formats. A new addition to the Scala EX system allows you to add support for additional file formats in an easy way. When you have installed a file format EX in the Scala *Startup* drawer, you can load files in this format. You can also convert files from any format by using the *Save background* and *Save brush* functions in the *Edit* menu.

New Blank Page menu

When selecting *New Page* without selecting a background image or animation, you will see a menu where you can select the size and resolution of a new, blank page. This menu has been enhanced in MM300.

REFERENCE: MAIN MENU



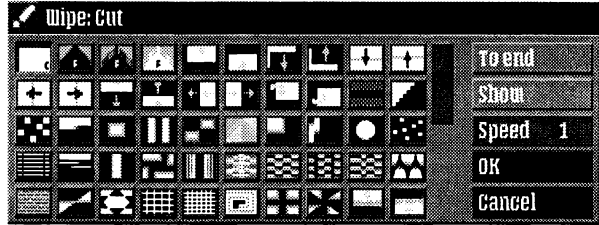
On the left hand side you see a list of all the available resolutions. The actual size of the image can be adjusted in the *resolution* field to the right. With the *Colors* button, set number of available colors. The *Overscan* button cycles through the different overscan sizes, including *Custom*, where you can enter the values yourself (*resolution*).

A similar menu will also appear if you want to change the resolution of a background image - see below.

Save script

When you save a script, you can now select to let Scala copy all the pictures, brushes, animations, sounds etc. that is used in the script to a drawer you specify.

REFERENCE: WIPE MENU



Wipe Menu

New wipes

Many new wipes are available! Interesting effects like *Nuclear*, *Rolodex*, *FadeToWhite*, *CutFade*, *FadeCut*, *Dissolve*, *Ants*, *Flipover* and *Ccccut*. Try them!

Less color fading

When doing a transition between two pages with different palettes, Scala normally uses color fading. This is not always required anymore. For example, when doing a wipe between two 8 color pictures, Scala will now convert them to 16 colors during the transition, which eliminates the need for color fading.

This works whenever the total sum of colors in the two pictures are less or equal to the maximum number of colors in the selected resolution. This means that on AGA machines, it will work with pictures that have up to 128 colors.

(continued on next page)

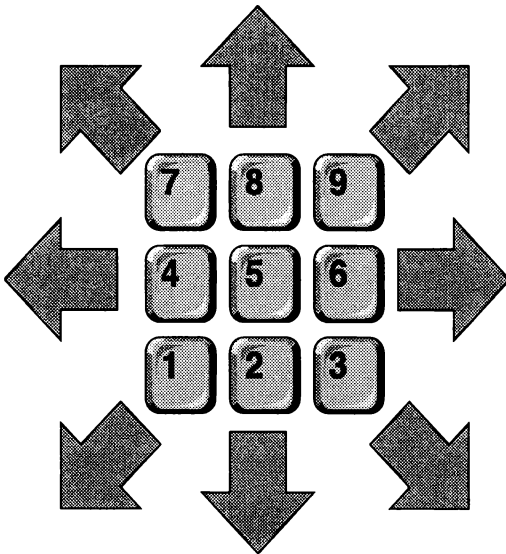
REFERENCE: WIPE MENU

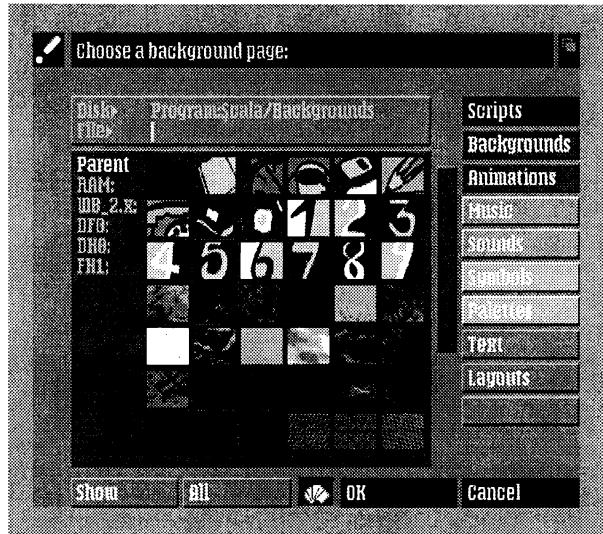
Wipe hotkeys

In the Text wipe menu, there are a set of hotkeys that can be used to modify the selected wipe. Here is a list of them, but please notice that not all of them are available for all wipes (the wipe name is displayed in the bar above the menu, and this name will change when you press a valid hotkey).

- i Ease in
- o Ease out
- d Damped
- b Backwards
- c Clear page before the wipe
- t Transpose - turns the wipe 90°
- s Softfade - fades the display down a bit during the wipe.

On some wipes, you can select direction with the numeric keypad:





File menu

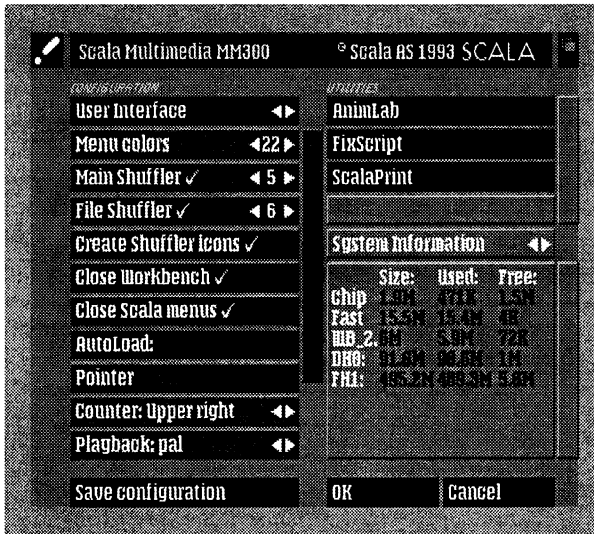
Introducing the new *File Shuffler*! The Scala file menu can now display miniature images (thumbnails) for picture, animation, and brush files. All files that are not pictures, animations or brushes, will be displayed as names. Once generated, the thumbnail image is stored in the icon (.info) file. The next time you browse through the same directory, the shuffler images will be ready made! The icon generation can be turned off in the *System* menu.

Use the small *Shuffler* button below the file listing to turn the shuffler on and off. The size of the miniatures is adjusted in the *System* menu.

Show

The *Show* function can now quickly display 24-bit pictures on any Amiga with the new AGA chip set. When you select *OK*, it can be converted to any display mode with the *Resize picture* function (See *Load new resolution* in the *Edit* menu section).

REFERENCE: SYSTEM MENU



System Menu

You can now cycle through *four* different button columns on the left side of the screen. The two new ones cover the *Buttons* and *Timer* settings. The support for additional utilities have also been improved.

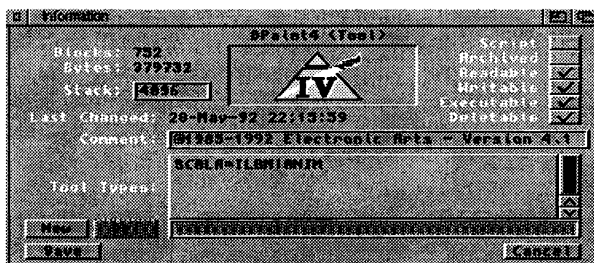
Enhanced Scala Utility support

The Utility launcher can now start programs that modify script, picture, animation, or sound files. This is done by specifying the file type in the utility's icon. For example, a text editor could be used to edit scripts, or a paint program could be used to edit the current page. Scala now uses file notification, causing the script or picture to be reloaded when the utility program saves the file.

REFERENCE: SYSTEM MENU

To make this work, you must do the following:

- 1 You must put the program in the Scala/Utilities drawer.
- 2 On the Workbench screen, select the icon of the program (click once), and then select *Information* in the *Icon* menu.



- 3 In the Information window, add the following tooltype:
SCALA=⟨type⟩, where ⟨type⟩ can be one or more of the following, indicating which filetype the utility will receive:

SCRIPT	a Scala script.
ILBM	an IFF file
ANIM	an animation
8SVX	a 8SVX sample
SMUS	a SMUS music file
MOD	a module (music)
DSS	a DSS module

For example, to use DPaint from Scala, add the tooltype:
SCALA=ILBM|ANIM

REFERENCE: SYSTEM MENU

New settings

The top left button now cycles through four separate button sets below. These are *User interface*, *Scala EX*, *Scala Buttons (new)* and *Timing (new)*.

User interface

Some buttons have been moved to the *Scala Buttons* set, and three new ones have appeared. These are:

<i>Menu colors</i>	12 new menu colors are available, making a total of 34.
<i>Main Shuffler</i>	Turns the Scala Shuffler on and off, and selects how many miniature pictures to display on each row. When turned on, Scala will generate shuffler images even if you have turned it off in the <i>Main</i> menu. The shuffler can take quite a lot of memory, so if you get memory warnings, turn off the shuffler with this button and see if things get better.
<i>File Shuffler</i>	Turns the shuffler in the <i>File</i> menu on and off. Operates in the same way as the button above.
<i>Create Shuffler icons</i>	If you want Scala <i>not</i> to save the thumbnail images in the icon file, turn this option <i>off</i> . The default is <i>on</i> .
<i>Close Scala menus</i>	Closes the Scala menu screens while running the script. This saves some Chip RAM (graphics memory).
<i>Genlock mode</i>	When turned <i>on</i> , the Scala menus will be transparent when using a genlock. By default, the Scala menus are <i>not</i> genlock transparent.

REFERENCE: SYSTEM MENU

Scala EX

These buttons work in the same way as before. They display the internal EX'es and the ones installed in the *Scala Startup* drawer. The order of the buttons is the same as the order of the columns in the *Main* menu. You can rearrange the order by dragging the buttons up and down.

Scala Buttons

Some of the buttons in the *User Interface* column have been moved here, and a lot of new ones have appeared.

<i>On/Off</i>	Turns the interactive buttons <i>on</i> or <i>off</i> .
<i>Mark sound</i>	Lets you select an IFF sample that will be played whenever the pointer touches a Scala button.
<i>Select sound</i>	Select an IFF sample that will be played when a Scala button is selected.

Then there are some buttons that indicate in which way user input will be given.

<i>Mouse</i>	A regular mouse.
<i>Touch Screen</i>	Do you use a touch screen? If this option is turned <i>on</i> the pointer will be invisible.
<i>Joystick</i>	A regular (digital) joystick with four directions and a <i>fire</i> button
<i>2-Way joystick</i>	A joystick where only the directions <i>up</i> and <i>down</i> are used.
<i>Numeric Keys</i>	Use the numeric keypad to select buttons. The key '1' equals button number one, the key '2' equals button number two, and so on. Key '0' equals button number ten.
<i>Function Keys</i>	Use the function keys to select buttons. F1 selects button number one, while F10 selects button number ten.

REFERENCE: SYSTEM MENU

Scala Timing

These buttons are also new. They control the new absolute timing feature of Scala MM300. The old mode, called Relative Timing, is still supported and is absolutely vital for interactive scripts. The new mode is called Absolute Timing. Instead of specifying the pauses between pages, each page is given an absolute time code in hours, minutes, seconds, and frames. Time code can be specified in 24 fps (film), 25 fps (PAL), 30 fps (NTSC) or 30 drop frame (NTSC color television). When using absolute timing, all interactive features are disabled.



The Scala EX system has been enhanced to allow for external timing sources. When using absolute timing, any timing EX currently in the Startup drawer may be selected from the System menu. This EX will then act as the master timing source for the script. For example, if you are using SMPTE time code from a VCR (via some EX), the script will always synchronize to the tape. If you stop the tape, rewind, fast forward, or whatever, Scala will jump to the right page. This is very useful for all video titling and music work. The

REFERENCE: SYSTEM MENU

MIDI EX can now be used as a timing source, for use with MIDI Time Code (MTC.) SMPTE support is available through the Studio 16 EX, or by using the MIDI EX with SMPTE-to-MTC converter hardware.

The choices in the *Scala Timing* menu are as follows:

<i>Relative/Absolute</i>	This button toggles between <i>Relative</i> and <i>Absolute</i> . If external timing EXes are located in the <i>Scala/Startup</i> drawer, they will show up here as additional options to <i>Relative</i> and <i>Absolute</i> . When <i>Absolute</i> is selected, the following buttons appear.
<i>Frames per sec</i>	Decides how many frames each second is divided into: 24, 25, 30 or 30 drop frame (see above for description).
<i>Offset:</i>	If the external time code does not start on 00:00:00:00, you can use <i>offset</i> to set the proper start value of the external time code. For example, if the time code on your video tape starts at 12:10:00:00, set <i>Offset</i> to this value in order to start the script when the video starts.
<i>Loop:</i>	<i>Relative Internal timing</i> and <i>Absolute internal timing</i> offers the <i>Loop</i> option. But the <i>Loop</i> option is not visible if you select an external timing EX, since VCR's does not loop.

REFERENCE: EDIT MENU



Edit menu

The *Edit* menu now supports three new drawing tools, out-wipes on text and brushes, a few new color settings, and the ability to save brushes and pictures. It is also possible to crop and resize brushes.

Resize and crop brushes

When you click on an imported brush, you will now see that the outline has eight handles. By dragging these handles, you can easily resize the brush to any size. If you want to crop the brush, hold down the *SHIFT* key while moving the handle.

If you want to know how much a brush have been cropped or resized, you can see the exact values in the *Layout* menu.

When you have cropped and/or resized a brush, you can save it to disk and optionally replace the new version with the original one, to speed up playback and save memory. See the *Load menu* paragraph below.

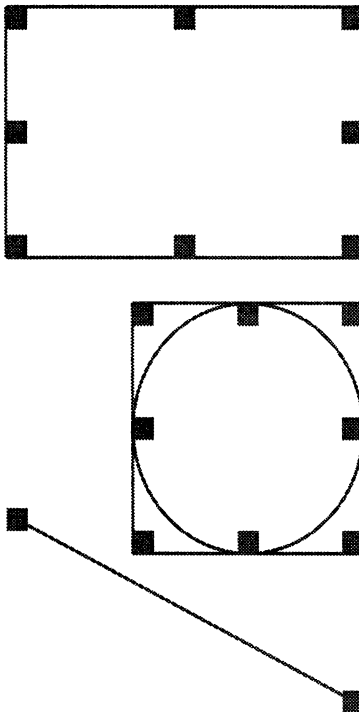
REFERENCE: EDIT MENU

The *Move* button

...has disappeared! But don't panic, because you don't need it anymore! When you want to move an object, simply point at it, press the left mouse button and start moving. Voila! To move several objects at once, simply use the "rubber band" to mark the objects you want to move, and move them in the same way: click and drag!

Wipe In/out buttons

It is now possible to wipe text and brushes both on and off the page. To select an out wipe, just click the *Out* button. See the information about the *List* menu and the *Text wipe* menu later in this appendix.



Drawing tools

You can now draw rectangles, ellipses and lines in Scala MultiMedia. To draw a rectangle, select the small *Rectangle* button on the right side of the screen. Then, click and drag a square somewhere on the page. When you release the mouse button, there will be a solid square there! To give it another color, select a color in the color bar and then select *Front* (just as with text lines). You can also give the square an outline, a shadow or a 3D appearance in the same way. The square can be moved to any location on the screen, and resized with the corner handles. Circles and lines are drawn and manipulated in the same way. You can adjust the line weight in the *Layout* menu, and rectangles can also easily be given a "beveled" 3D-look (see below). To exit draw mode, you can either unselect the current drawing tool button, or press the *Escape* button. This will return you to the normal TEXT mode..

REFERENCE: EDIT MENU

Color selectors

The *Passive* and *3D* buttons have been replaced by a long button that cycles through a series of choices, including the two above. All the choices can be turned on and off, and there are also small color squares that are used to select which colors will be used in the selected effect.

There is a new color-selection scheme used on the *3D* and *Bevel* color selectors. It consists of an additional "base" color box which isn't actually used anywhere in the object, but merely makes Scala "suggest" appropriate *3D* or *Bevel* colors for the "base" color. For example: If you want white text in *3D*, just copy white to the *Front* color and the *3D* "base" color, and you will get white text with light shades of grey as *3D*-colors. The colors will be selected from the current palette, so the match may not always be perfect.

A nice feature is that if the base color and the front color are equal, the base color will change if you change the *Front* color. This applies to both *3D*, *underline*, *passive* and *bevel*.

<i>3D</i>	Gives the letters a 3D appearance
<i>Background</i>	Turns on and off the text box often used when subtitling a movie. The filled rectangle that surrounds the text, can be in any color, and in the <i>Layout</i> menu you can make it transparent by using a raster instead of a solid color (called <i>Background raster</i>).
<i>Underline</i>	Decides the color of the underline.
<i>Passive</i>	As before. Decides which color the text will have after it has been wiped in.
<i>Bevel</i>	Turns on the bevel effect on rectangles, and lets you select four colors for each of the edges (or you can select a base color)

REFERENCE: EDIT MENU

Load

The load menu has been expanded, and now contains the following choices:

Other

background Same as before

Other

resolution

Lets you change the resolution of the background image. The menu is quite similar to the *Set resolution* menu described above. In addition to selections for resoulution, color depth and overscan, there are also two buttons named *Remap* and *Optimize palette*. *Remap* lets you select three different remapping techniques, including *none*. The two others are *Standard* and *Floyd Steinberg*. Remapping can be of great importance if you have reduced the resolution or the number of colors. The colors in the background image will then be remapped for optimal results. *Floyd- Steinberg* takes longer time than *Standard*, but will in most cases work best. *Optimize palette* recalculates the palette based on the colors in both the background image and the brushes - this is exactly the same function as you will find in the *Color* menu - see below. So when do you need this function? Let's say you have a 16-color image and need more colors. Simply select *Other Resolution* and change the number of colors to 32. You can also convert a picture to low-res, or add overscan in order to make the picture cover the entire screen.

Brush

Same as before, but it is now possible to load images of virtually any size and depth, because they can be Floyd-Steinberg dithered and scaled to fit where you want them. In addition to IFF, the *Load Brush* function supports all the file formats available in the Startup drawer.

REFERENCE: EDIT MENU

If you click on the name of the brush in the *Edit* menu (where the font name is displayed when you edit a text line), the *Load brush* menu will appear, allowing you to replace the brush. However, when loading a brush this way, all the attributes of the original brush are kept, including the *resize* information!

Text Loads a text file, same as before.

Layout Loads a layout.

Save

*Background
with texts*

Saves the page with text lines and brushes as one file. You can save the page in all image formats supported by the file format EXes. You are asked if you want the saved background to replace the original one in the script.

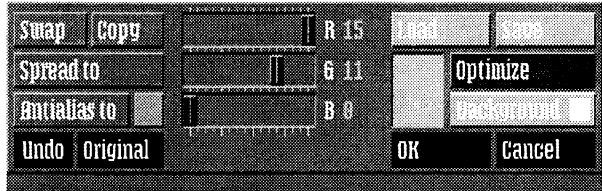
Background

As above, but saves only the background page. You are asked if you want the saved background to replace the original one.

Brush

Saves the selected brush or text line as a brush. You are asked if you want the saved version to replace the original one in the script. This can be useful in many cases, for example if the brush is a huge 24-bit picture that is scaled down to the size of a stamp. Converting the 24-bit image to the stamp can take a while, even if the Flyd-Steinberg dithering in Scala is very efficient. Using the small image instead saves both memory and time. But please note that if you enlarge the stamp-sized brush, the image quality will be poor with chunky pixels. And if you add more objects and optimize the palette, the colors of the brush may not be the best possible match, since there is no link to the original 24-bit image. Therefore, only replace the original picture with the scaled-down brush if you are sure that the page is "finished". If you use the rubberband to mark an area of the screen, this area can be saved using the *Save Brush* function.

REFERENCE: COLOR MENU



Color menu

This menu now supports full AGA palettes. If the picture has more than 32 colors, you can cycle through the palette with the arrow buttons on the right side of the color bar. The numbers on the right side of the RGB sliders display the exact RGB values for the chosen color, and you can now also enter these numbers directly by clicking on them.

Optimize

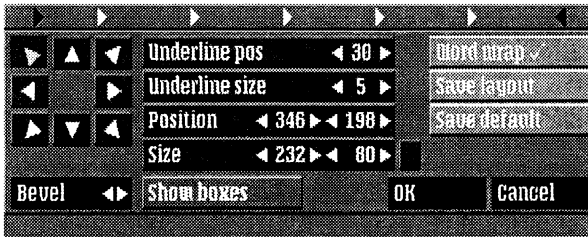
If you import lots of brushes with different color palettes than the background image, they can be remapped and/or Floyd-Steinberg dithered to match the current palette in a best possible way. But if the imported brush contains a lot of red, and the palette is blue and yellow, the result will not be very pleasing. The *Optimize* feature solves this problem by calculating a new color palette that is based on the colors in both the background image and all the brushes.

Please note that choosing *Optimize* turns on *Remap* of the background and all the brushes on the page. This may make your page appear slower, and you might want to save the background and all the brushes with their new colors, to speed things up.

REFERENCE: LAYOUT MENU

Layout menu

A number of new buttons has arrived, giving the advanced Scala user even more control. And one button has disappeared.



Margins on/off

This button is now gone. When margins was turned off, Scala used the edges of the background page as margins. Now you can instead just move the margins to the edge of the page if you want them there. Also, a text-line is only associated with the margins if one of the justification buttons are pressed. Therefore, the reasons to turn the margins *Off* were limited.

Direction selector

The direction selector on the left side of the screen can now also be used to set the direction of the *Bevel* function. The direction will be used when Scala selects matching edge colors, based on the "base" color (see *Edit* menu).

New buttons

The button row in the middle of the menu has been expanded. If you scroll down the list, you will find the following changes:

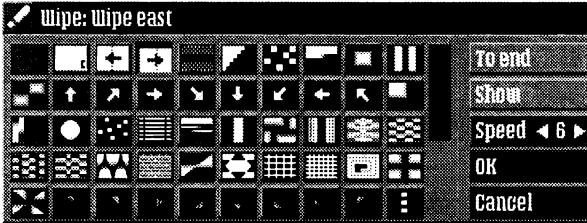
Antialias level A new level (4) is available, which offers smooth, flicker-free text at an amazing rendering speed.

Remap The currently selected brush can be remapped in two different ways. *Standard* means that the colors in the brush are

REFERENCE: LAYOUT MENU

	replaced with the closest matching color in the current palette. If you select <i>Floyd-Steinberg</i> , the picture will be dithered with the Floyd-Steinberg algorithm, simulating colors that are not available in the palette. <i>None</i> leaves the brush unchanged, and is usually best if the brush palette matches the background palette.
<i>Bevel size</i>	Adjusts the thickness of the edge when the <i>Bevel</i> option is turned on (rectangles only)
<i>Line thickness</i>	Adjusts the thickness of lines drawn with the <i>Line</i> tool.
<i>Backgr. raster</i>	Selects which kind of raster to use behind subtitle text. Zero indicates solid color, while the values 1-6 give a transparent effect.
<i>Transparent</i>	When this choice is <i>on</i> the background color (zero) of an imported brush will be transparent. This is suitable for non-rectangular objects. Turn it off to make color zero have its original color.
<i>Position</i>	Is used to adjust the position of the currently selected object.
<i>Size</i>	The width and height of the current object. Change these values to scale brushes and objects made with the drawing tools. When adjusting the size, a checkmark appears. If you click the button, the checkmark disappears, and the brush reverts to its original size.
<i>CropXY</i>	Only available when a brush is selected. The upper left corner of the cropped image, measured in pixels in the <i>original</i> image. For example, if you import a brush that is 400x400 pixels, and only display the lower left quarter, the <i>CropXY</i> values will be 200,200 regardless of which size the brush is scaled to.
<i>CropHW</i>	The width and height of the visible part of a cropped brush, measured in pixels in the <i>original</i> image. Applies <i>only</i> to brushes!

REFERENCE: TEXT WIPE MENU



Text wipe menu

We have added several new text wipes. Many of these wipes have previously only been available between pages, but now they can also be done with text lines and brushes. You now also have the ability to wipe objects *off* the screen. Double-clicking a *Wipe* button will display that wipe.

Wipe out?

The *Wipe out* menu appears when you select the *OUT* button in the *Edit* menu, or a *Wipe out* button in the *List* menu (see below). If you select a wipe out in the list menu, a new line will be added below the original one. This line is used to mark the wipe-out event. When you have selected a wipe, it will appear in the *Out* column of the selected text line in the *List* menu.

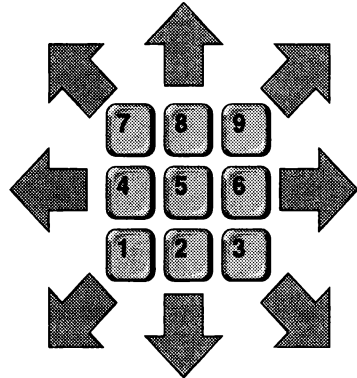
Wipe hotkeys

In the Text wipe menu, there are a set of hotkeys that can be used to modify the selected wipe. Here is a list of them, but please notice that not all of them are available for all wipes (the wipe name is displayed in the bar above the menu, and this name will change when you press a valid hotkey).

- i Ease in
- o Ease out
- d Damped
- b Backwards
- t Transpose - turns the wipe 90°
- s Softfade - fades the display down a bit during the wipe.

REFERENCE: TEXT WIPE MENU

On some wipes, you can select direction with the numeric keypad:



Some special wipes:

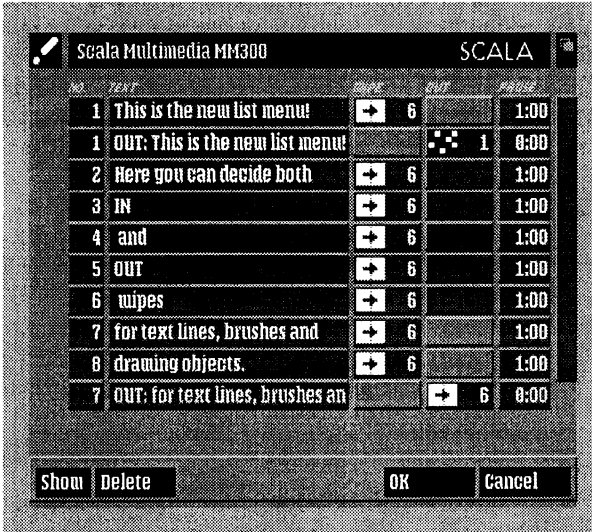
Crawls

These two wipes can scroll text lines of nearly unlimited length across the screen. The difference between them is that one scrolls the background together with the text, while the other one scrolls the text over a fixed background. The first one will give the smoothest result, and is recommended when using a blank background image. The other one may become jerky if you use many colors or a large font. Try them, and you'll notice the differences. You can't use a crawl as an *Out* wipe, or put an *Out* wipe on a line that has *Crawl* as the *In* wipe.

Random wipes

The wipe that has an exclamation mark as a symbol, will select a wipe at random. The name of the wipe is displayed in the title bar, and Scala will use this wipe for this page each time the script is shown. The wipe with the question mark button will select a different wipe each time you show the script.

REFERENCE: LIST MENU



List menu

The *List* menu now supports control columns for text wipes both in and out of the page. And you can edit the text lines in the *List* menu! Simply click the number button of the line you want to edit, or double-click the text button that contains the text. A cursor will appear, and you can edit the line. This is *very* useful when entering long text lines for crawl wipes!

Wipe in

These buttons work just as before. When you select a button in this column, the *Text wipe* menu will appear.

Wipe out

When you select a wipe in this column, a copy of the selected line will appear below the original one, with the prefix "OUT:" in front of the name. By default, the line is set to wipe out immediately after it has wiped in. To make it wipe out later, move it further down in the list, or adjust the *Pause* value.



Button menu

This menu looks like before, but it has a couple of hidden new features. To make a button that has the same size as an object on the screen, simply select the object. Scala creates a rectangular button with the right size! If necessary, the button can be moved and resized, just like before.

If you click on a text line, Scala will try to find an event with the same name as the text. Let's say you click the line "Main Menu". Scala makes a button surrounding the text, and also "automagically" sets the *Goto page* button to go to the page called "Main Menu".

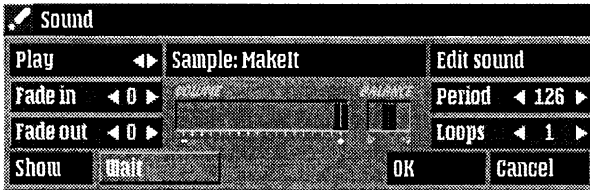
In the *System* menu, you can select which sound to play when a button is in the *Mark* state, and which sound to play when the user selects a button.

REFERENCE: EXECUTE MENU



Execute menu

In the *Execute* menu you will find a button named *Interactive*. When this option is turned *off*, Scala will continue running the script after the program that is launched. Scala will *not* wait for the program to finish before executing the next event in the script.



Sound menu

The size of sound samples is now only limited by the size of your hard disk! If you select a large sample that will not fit in memory, Scala will now load the sample little by little, while playing it. Sound spooling supports both mono and stereo samples.

Editing sound

A new *Edit Sound* button allows you to enter the Scala sound recorder/editor with the current sample, for easy modification.

DSS support

Scala can now play back modules created with GVP's Digital Sound Studio.

GVP G-Lock EX

Function

This EX will control GVP's G-Lock Genlock. You can select all four keyer modes from Scala (Amiga, External, Overlay and Inverse). Three external video inputs may be selected (CVBS1, CVBS2, Y/C). This means that the EX also can be used as a simple video switcher. The EX even contains a fade option that fades the current video output signal in and out. The EX has full sound support and also contains a sound fading option. Sound and video may be faded automatic and simultaneously. All other G-Lock options may be set by choosing from the three presets configured with the "GL" program.

Installation

Move the G-Lock EX from the *EX* drawer to the *Startup* drawer before starting Scala.

Before using the G-Lock EX, you have to start the GL/SGL program that is supplied with your genlock. If your Amiga is not already genlocked, the GL/SGL program will inform you about this fact. Please select the "Reboot" button if it appears, and remember to start the GL/SGL program after rebooting.

EX : G V P G - L O C K

You may now start Scala. If the *G-Lock* column is not visible, you will have to rearrange their order in the *System* menu, or drag the columns in the *Main* menu to the left.

Please note that the G-Lock EX needs the "rexsyslib.library" to operate. If the G-Lock EX comes up with an error message saying that the library is missing, please contact your dealer.



Control Menu

When you press a button in the G-Lock column in the Main Menu, the G-Lock Control Menu appears. The button in the upper left corner of the menu is the command selector. You can use the arrows to switch back and forth between the different commands.

Command: Modify

This command is used for modifying the G-Lock settings directly from Scala. Different buttons will appear when they are needed so only two extra command buttons will show up by default. The upper row of commands is used for controlling the G-Lock sound options (next page):

E X : G V P G - L O C K

Audio None will not modify the current G-Lock sound settings at all.

Audio 1 will select Audio 1 as sound output.

Audio 2 will select Audio 2 as sound output.

Audio 1+2 will combine the two audio inputs, i.e mix them into a single output.

Audio Off will turn the sound off, i.e the volume will be set to the lowest possible value.

If you selected a sound command different from "Audio None" and "Audio Off", a fading button will appear.

Fade Audio None will leave the current volume unchanged. No fading will be performed.

Fade Audio Out will set the volume to the highest previous value and fade down to zero. The number button to the right of this button sets the fading speed. One is the slowest speed.

Fade Audio In will set the volume to zero and fade up to the highest previous value. The number button to the right of this button sets the fading speed. One is the slowest speed.

E X : G V P G - L O C K

The bottom row of commands is used for controlling the G-Lock video options. The first command button selects the keyer mode:

<i>Video: None</i>	will not modify the current G-Lock video settings at all.
<i>Video: External</i>	will show only the external video signal.
<i>Video: Amiga</i>	will only display Amiga graphics.
<i>Video: Overlay</i>	will put the Amiga graphics on top of your external video signal.
<i>Video: Inverse</i>	will make the Amiga graphics transparent, i.e the video signal will show through. The background color is solid. This way you can wipe in and out from a black (or any other colored) background.

If you selected a video command different from "Video None", a video-source input button and a fading button will appear.

<i>CVBS1</i>	will select CVBS1 as external video input.
<i>CVBS2</i>	will select CVBS2 as external video input.
<i>Y/C</i>	will select Y/C as external video input.

These fading options are available:

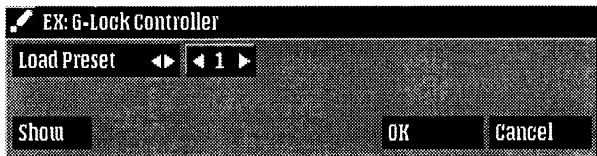
<i>Fade Video None</i>	will leave the current contrast/brightness settings unchanged. No fading will be performed.
------------------------	---

EX : G V P G - L O C K

Fade Video Out will set the contrast/brightness to the highest previous values and fade down to zero. The number button to the right of this button sets the fading speed. One is the slowest speed.

Fade Video In will set the contrast/brightness to zero and fade up to the highest previous values. The number button to the right of this button sets the fading speed. One is the slowest speed.

NOTE: When fading audio and video simultaneously, the fading will be synchronized according to the "Fade Video" speed setting. The "Fade Audio" speed button will therefore disappear from the screen.



Command: Load Preset

This command makes it possible to load one of the three presets configured with the GL/SGL program. A button will appear to the right of the command button. Use the switch buttons to select the preset number that you want to load.

E X : G V P G - L O C K

Scala Lingua commands

EX G-LOCK MODIFY VIDEO keyermode INPUT vsource
FADE ftype SPEED fspeed

EX G-LOCK MODIFY AUDIO asource
FADE atype SPEED aspeed

This modifies the G-Lock settings from Scala:

<i>keyermode:</i>	external, amiga, overlay, inverse
	<i>vsource:</i> cvbs1, cvbs2, y/c
<i>ftype:</i>	none, in, out
<i>fspeed:</i>	1-10
 <i>asource:</i>	 1, 2, 1+2, off, none
<i>atype:</i>	none, in, out
<i>aspeed:</i>	1-10

EX G-LOCK PRESET presetnumber

**This command loads the GL presetnumber
specified (1-3)**

SuperGen EX

Purpose

This EX lets you control the SuperGen genlock from within Scala. The sliders can be changed individually or by using four different key mode presets. Timed fading is also supported.

Required hardware

SuperGen, video source (VCR, Laserdisc, etc), video cables.

Installation

Connect the SuperGen to your Amiga. Drag the SuperGen EX into the Scala startup drawer and start Scala. The SuperGen EX will appear as a separate column in the main menu. If the *SuperGen* column is not visible, you will have to rearrange their order in the *System* menu, or drag the columns in the *Main* menu to the left.

E X : S U P E R G E N

The Control Menu

When you click a button in the SuperGen column in the main menu, the SuperGen menu will appear. The upper left button is the Command selector. Use the arrows on this button to select one of the following commands:

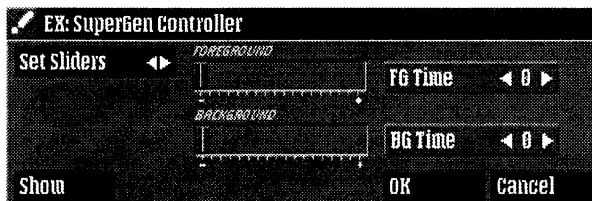


Set Preset

Sets one out of four key mode presets:

<i>Amiga</i>	Display only Amiga graphics (Background 0, Foreground 0)
<i>Video</i>	Display only Video input (Background 63, Foreground 63)
<i>Overlay</i>	Video input will shine through in the black areas of the screen and will be overlayed with Amiga graphics (Background 63, Foreground 0)
<i>Reverse</i>	Same as above, but reversed (Background 0, Foreground 63)

Use the Show button for previewing the result. The Show command will automatically look up the previous genlock settings in the event list before previewing. This makes it possible to preview the result several times.



Set Sliders

Sets the foreground and background mode to the positions indicated by the sliders in the menu. The exact slider values will be shown in the main SuperGen column.

The FG Time button sets the duration of the foreground fade in tenths of a second. Set the duration to zero if the foreground should be changed instantly.

The BG Time button sets the duration of the background fade in tenths of a second. Set the duration to zero if the background should be changed instantly.

Use the Show button for previewing the result. The Show command will automatically look up the previous genlock settings in the event list before previewing. This makes it possible to preview the result several times.

Scala Lingua commands

EX SUPERGEN PRESET key

Sets key (genlock) mode preset. Key is a number from 0 to 3. (Amiga, Video, Overlay, Reverse)

EX SUPERGEN ADJUST background foreground bgtime fgtime

Sets the background and foreground mode to the values present (0-63) and links fade-time values (0-99) to the event

E X : S U P E R G E N

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AVideo/ Colormaster 24 EX

Purpose

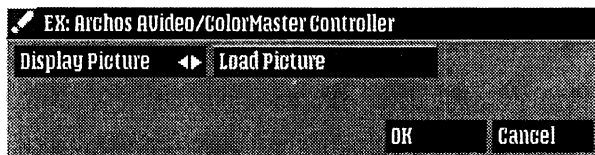
This EX will control the Archos AVideo/ColorMaster 12/24-bit graphic cards. The EX makes it possible to load 12/24-bit IFF pictures from Scala and display them in combination with all the standard Scala text-features and wipes. The EX can also display 12-bit anims in the avnm/avnmd format. Transparency may be turned on and off, and therefore makes it possible to display standard IFF files and animations without interference from the ColorMaster card. The EX also contains an option for clearing the frame buffer.

Installation

Before using the ColorMaster EX, you have to start the AVideo server program that is supplied with your ColorMaster card. It is probably a good idea to drag this program into the WBStartup drawer. This will assure that the server program is always running after a reboot.

Drag the AVideo EX into the Scala startup drawer and start Scala. The AVideo EX will appear as a separate column in the main menu. If the AVideo column is not visible, you will have to rearrange their order in the *System* menu, or drag the columns in the *Main* menu to the left.

EX: AVIDEO/COLORMASTER 24



Control Menu

When you press a button in the ColorMaster column in the Main Menu, the ColorMaster Control Menu appears. The button in the upper left corner of the menu is the command selector. You can use the arrows to switch back and forth between the different commands.

This command is used for displaying 12/24-bit IFF pictures. By pressing the "Load Picture" button, the normal file requester will appear on screen. Use it for selecting the IFF 12/24-bit picture you want to display. When you are done selecting, the name of the file will show up on the "Load Picture" button. The "Show" button will now become visible, making it possible to preview the result. Press the *Filename* button once more to replace the current picture with another.

If you want no Amiga graphics to be displayed in combination with the 12/24-bit picture, this command should be combined with a blank and totally black picture (colors 0,0,0). Otherwise, the 12/24-bit graphics will not shine through. The picture will be displayed in interlace mode if the Amiga foreground is interlaced.

Display Anim

Use this command for displaying a 12-bit anim in the avnm/avnmd format. Such anims are normally assembled with the AVRemap command. Please refer to the ColorMaster documentation if you need further information about the AVRemap command.

By pressing the "Load Anim" button, the normal file requester will appear on screen. Use it for selecting the anim you want to display.

When you are done selecting, the name of the anim will show up on the "Load Anim" button. Four other buttons

will become visible. Use the "Show" button for previewing the animation. The "Rotations" switch selects how many times/cycles the animation should run. Checkmark the "Stop On Last Frame" button if the last frame (as opposed to the first frame) should stay on screen when the animation stops. Finally, use the "Delay" switch if the animation is running too fast. Each delay unit equals 1/50th second, so 25 equals half a second of delay between each frame. A delay of zero normally gives the best results. Press the filename button once more to replace the current animation with another.

If you want no Amiga graphics to be displayed in combination with the 12-bit animation, this command should be combined with a blank and totally black picture (colors 0,0,0). Otherwise, the 12-bit graphics will not shine through. The animation will be displayed in interlace mode if the Amiga foreground is interlaced.

Clear Framebuffer

This command clears the ColorMaster framebuffer. In other words, the current ColorMaster 12/24-bit graphics will completely disappear from screen and no further ColorMaster graphics will appear until you display a new 12/24-bit picture or a 12-bit animation. This command is very useful in front of events that display 12-bit anims, since animations will appear much nicer on screen if the framebuffer has been cleared in advance.

Transparency On

This command will turn the ColorMaster 12/24-bit graphics on again after a "Transparency Off" command. The ColorMaster graphics will now shine through in the black portions of the screen (colors 0,0,0).

Transparency Off

This command will turn the ColorMaster 12/24-bit graphics off. The ColorMaster graphics will no longer shine through in the black portions of the screen (colors 0,0,0). The graphics can be turned on again by using the "Transparency On" command or by displaying a new 12/24-bit picture or a 12-bit animation.

EX: AVIDEO/COLORMASTER 24

Scala Lingua commands

EX ColorMaster PICTURE filename

This command displays the picture "filename".

EX ColorMaster ANIM filename rtnum dlnum [STOPONLAST]

This command display the animation "filename" with 'rtnum' rotations and a delay of 'dlnum' between each frame. If the STOPONLAST flag is added to the end of the line, the animation will stop on the last frame (as opposed to the first frame) when the animation is finished.

EX ColorMaster CLEAR

This command clears the framebuffer.

EX ColorMaster TRANSP_ON

This command turns transparency on.

EX ColorMaster TRANSP_OFF

This command turns transparency off.

G2 Genlock EX

Purpose

This EX lets you control the G2 genlocks from Scala. The sliders can be changed individually or by using three different key mode presets. Timed fading is also supported.

Required hardware

G2 genlock, G2 parallel port control cable, video source (VCR, Laserdisc, etc), video cables.

Installation

Connect the G2 genlock to your Amiga. Do also remember to connect the G2 control cable to the Amiga parallel port and to set dipswitch A (remote control). Please note that remote control will not work unless a video signal is connected to the G2. Drag the G2 EX into the Scala startup drawer and start Scala. The G2 EX will appear as a separate column in the main menu. If it is not visible, you must drag the columns in the *Main* menu to the left, or rearrange their order in the *System* menu.

EX : G 2 G E N L O C K

The Control Menu

When you click a button in the G2 column in the main menu, the G2 menu will appear. The upper left button is the Command selector. Use the arrows on this button to select one of the following commands:

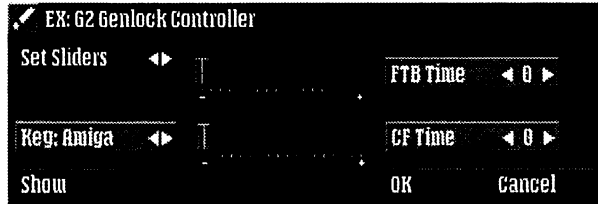


Set Preset

Sets one out of three key mode presets:

<i>Amiga</i>	Display only Amiga graphics (Amiga Key, all sliders up)
<i>Video</i>	Display only Video input (Background, all sliders up)
<i>Overlay</i>	Video input will shine through in the black areas of the screen and will be overlayed with Amiga graphics (Amiga, all sliders up)

Use the Show button for previewing the result. The Show command will automatically look up the previous genlock settings in the event list before previewing. This makes it possible to preview the result several times.



Set Sliders

Sets the "fade to black" and "cross fade" values to the positions indicated by the sliders in the menu. The exact slider values will be shown in the main G2 column.

The *Key* selector button sets one of the following three video modes: *Amiga*, *Video* or *Overlay*. When running the event, the video mode will first be changed and then fading will be done according to the values in the menu.

The *FTB Time* button sets the duration of the "fade to black" in tenths of a second. Set the duration to zero if the "fade to black" value should be changed instantly.

The *CF Time* button sets the duration of the "cross fade" in tenths of a second. Set the duration to zero if the "cross fade" value should be changed instantly.

E X : G 2 G E N L O C K

Use the Show button for previewing the result. The Show command will automatically look up the previous genlock settings in the event list before previewing. This makes it possible to preview the result several times. Please note that if both time values are set to a value different from zero, the EX will execute the "fade to black" fade before doing the "cross fade".

Scala Lingua commands

EX G2 PRESET key

Sets key (genlock) mode preset. Key is a number from 0 to 2.

(Amiga, Video, Overlay)

EX G2 ADJUST key crossfade fadetoblack cftime fbttime

Sets the "cross fade" and "fade to black" mode to the values present (0-63) and links fade-time values (0-99) to the event

Impact Vision 24 EX

Purpose

This EX will control GVP's Impact Vision 24 board. You can control the picture in picture function, the keying modes and you can show 24-bit pictures. You can then create interactive applications that will mix normal Amiga graphics and live video. This means that you can play an Amiga animation and at the same time show live video in a small window on the screen, or use the video signal as background. The EX can also be used as a video mixer (see next page).

EX: IMPACT VISION 24

ControlMenu

When you press a button in the IV-24 column in the *Main menu*, the *IV-24 control menu* appears. The button in the upper left corner of the menu is the command selector. The one below will enable you to set the scan mode of the IV-24, note that this will not be set until you run your script. Set this switch to *VScan* if you want your output as composite video, set it to *HScan* in you want RGB deinterlaced output. You can use the arrows to switch back and forth between the different commands. Different buttons will appear when they are needed.

PIP

Use this command to display an external video signal scaled in a small window on top of the normal Amiga graphics. The *Place* button, the *PIP mode* switch and the *Show* button will now appear.



Place

This command will open a window with a box, this box will determine the positioning and the size of the PIP screen. If you press and hold the left mouse button inside the box, you can move the box to any position on the screen. If you grab the small solid box in the lower right corner of the box, you can size the PIP screen. When you change the size and positioning from this menu, the scaling will be calculated to automatically fit the box. Note that you not always get the whole video image in the box due to hardware limitations. You then have to adjust the size of the box until you get the desired result.

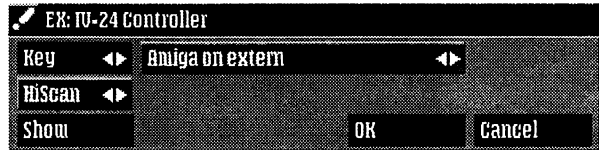
Pip mode

Use the arrows on this button to change the mode of the PIP screen, you can choose e.g. Amiga graphics with an external video signal in the PIP screen.

EX: IMPACT VISION 24

KEY

Use this command to use the IV-24 board as a genlock and/or a video mixer. The *Key mode* switch and the *Show* button will now be visible.



Key mode

Use the arrows on this button to change the keying modes. You can choose between *Amiga*, *Amiga on extern*, *Extern*, *Reverse video* and *Dual Video*.

<i>Amiga</i>	will only display Amiga graphics.
<i>Amiga on extern</i>	will put the Amiga graphics on top of your external video signal.
<i>Extern</i>	will show only the external video signal.
<i>Reverse video</i>	will make the Amiga graphic transparent i.e. the video signal will show through. The background color is solid. This way you can wipe video in and out from a black (or any other colored) background.
<i>Dual video</i>	will show two video signals, using Amiga graphics as pixelswitch. This mode requires some special setup: On the VIU interface you have two inputs for composite video. CVS1 and CVS2. You can switch very quickly between these two sources using Amiga graphics as a switch. This way the IV-24 EX can be used as a video mixer.

Here is how to set up the equipment: Connect one source to the CVS1 input and another synchronized source to the CVS2 input. To synchronize the two sources you will need a TBC (Time Base Corrector). The *Personal TBC* card can get this in sync as it has an external ref input. You will also need to set up a few things in IVCP2, the program that comes with the IV-24 board. In the videointerface menu in IVCP2, set videosource to CVS2 and syncsource to CVS1, or visa versa.

Make two blank pictures in the main menu in InfoChannel, preferably with maximum overscan and two colors. In the palette menu set the background color on the second picture to color 1 (gray). Press the IV-24 EX column in the main menu in InfoChannel, set Keying to *Dual video* on the first event. Choose a wipe, newscrollin (number 4), and you get this wipe on live video composite output. Note that this will work ONLY on the composite output. Instead of using the Scala wipes, you can also create your own wipes from e.g. DPaint as animations in 2 colors. A lot of such animation wipes are supplied with the IV-24 EX and are placed in the Animations/Wipes drawer of your InfoChannel drawer, if you choose to install them.

Dual video rev.

same as dual video except that the two sources are exchanged. Use this and Dual video alternately to wipe back and forth between the two video sources with the supplied anim wipes.

PICTURE

Use this command to display 24-bit IFF pictures. The *Load picture* button and the *Show* button will now be visible.



Load picture

This command will present you to the normal file requester, you can now choose the IFF 24-bit picture you want to be displayed. When you are done selecting, the name of the file will be shown on the *Load picture* button.

OFF

Use this command to return to normal Amiga mode. This command will remove any PIP screen and set the keying back to *Amiga only*.

EX: IMPACT VISION 24

Scala Lingua commands

EX IV-24 PICTURE filename

Displays the 24-bit IFF picture "filename"

EX IV-24 KEY rgbkey cvskey

Will put the IV-24 board into the specified keymode.
(See the IV-24 documentation for an explanation of the rgbkey and cvskey values.)

EX IV-24 PIP startx starty sizex sizey offsetx offsety scalex scaley mode

Will put the IV-24 board in picture in picture mode, the PIP screens upper left corner will be at column startx and row starty, the size of the screen will be sizex columns and sizey rows. You can also specify an offset in the picture you want to be displayed in the screen, the offset in columns, offsetx, must be either 0, 64, 128 or 192. The offset in rows, offset y, can range from zero to approx. 566. The scalex will set the horizontal scaling factor of the screen, while scaley will set the vertical scaling factor. scalex must be larger or equal to two. A scale factor of 2 will shrink the picture to half it's size, a factor of 3 will shrink it to a third of it's size and so on. All coordinates are in hires-interlace resolution.

Icon tooltypes

SCANMODE=VIDEOSCAN

SCANMODE=HISCAN

Use one of these commands to set the default scan-mode, like the VScan/HScan button in the menu.

Enhanced MIDI EX

Purposes

This EX lets you play high quality music and samplers on external MIDI synthesizers and samplers. It also supports the internal serial port and Blue Ribbon Soundwork's One Stop Music Shop board and TriplePlayPlus interface (BlueRibbon.library is required). The MIDI files can be made with a MIDI sequencer or composition program that supports this format (like Dr.T's KCS and Bars & Pipes from Blue Ribbon Soundworks). The MIDI EX plays back MIDI File Format files of type 0, 1 and 2.

The MIDI EX can also serve as an external timing EX, since it can also read MIDI Time Code (MTC). In the *System* menu you can select MIDI in the *Timer* column, and Scala will then use the MIDI Time Code.

Required hardware

You will need a MIDI interface connected to the internal serial port and one or more MIDI compatible instruments, or the internal One Stop Music Shop card from Blue Ribbon Soundworks.

Connections & cables

The MIDI interface is connected to the internal serial port. Between the interface and your instrument(s) you use standard MIDI cables (DIN style). If you have several instruments and only one MIDI out connector, the instruments have to be daisy-chained. See the manual of your MIDI equipment for more information.

The Control Menu

This is the MIDI player control menu.

Play

Will play a MIDI file. Click the Load MIDI file button to select which file to play. The file can be repeated several times by setting Loops to the desired number. The speed can be changed by adjusting the value in the Tempo button.

Wait

If Wait is turned on, Scala MultiMedia will wait until playback of the MIDI file has finished before proceeding to the next page.

Loops

The number of times to play the MIDI file.

Stop

Stops playback of the current MIDI song, if any.

Scala Lingua commands

EX MIDI PLAY filename [LOOPS n] [TEMPO bps] [WAIT]

Plays back a MIDI file. Any other song currently playing will stop. The optional WAIT keyword causes the script to wait until the MIDI song complete. The optional LOOPS parameter specifies how many times the song should play. If the MIDI file contains no tempo information, you can use the optional TEMPO parameter.

EX MIDI STOP

Stops playback of the current song, if any.

EX MIDI WAIT

Waits for MIDI file playback to complete.

Icon Tooltypes

INPUTPORT=SERIAL

Selects the internal serial port for MIDI input.

INPUTPORT=ONESTOPMIDI

Selects Blue Ribbon's One-Stop Music Shop on-board MIDI interface for MIDI input.

INPUTPORT=TRIPLEPLAYPLUS

Selects Blue Ribbon's Triple Play Plus interface for MIDI input.

INPUTINIT=0

Used to select which One-Stop Music shop board or Triple Play Plus input you want to use.

OUTPUTPORT=SERIAL

Selects the internal serial port for MIDI output.

E X : M I D I

OUTPUTPORT=ONESTOP

Selects Blue Ribbon's One-Stop Music Shop board for MIDI output.

OUTPUTPORT=ONESTOPMIDI

Selects Blue Ribbon's One-Stop Music Shop on-board MIDI interface for MIDI output.

OUTPUTPORT=TRIPLEPLAYPLUS

Selects Blue Ribbon's Triple Play Plus interface for MIDI output.

Enhanced CDTV EX

Purpose

This EX lets you control and use a CDTV player as a remote controlled CD player from Scala. You can play tracks and sequences from any music CD.

New Features in this version of the EX

This version of the EX adds a lot of functionality to the previous version. A list of new features follows. You will find a complete explanation of all commands below.

- Multiple tracks can be played back. Automatically looks up number of tracks and track/disk length.
- In and out point can be specified directly in MSF format (minutes, seconds, frames). Automatically detects diskchange and reformats MSF codes (if necessary) when opening menu.
- Fade track/sequence in/out option (duration set in seconds). Stop command with fade out option (duration set in seconds).
- Sync option that halts event until specific track or sequence position (MSF) has been reached.
- Wait command/flag: halts current/next event until playback is finished.
- Pause on/off commands.

Required hardware

Commodore CDTV with a floppy disk drive, nullmodem (serial) cable, and of course an amplifier with speaker and cables.

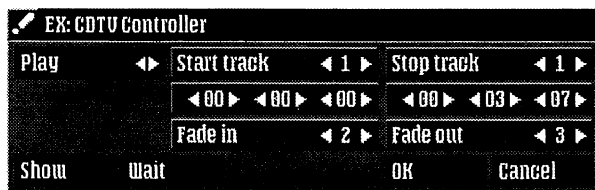
Connections & cables

Connect the CDTV to your Amiga with a null modem cable connected to the serial ports. Connect the disk drive to the CDTV. Drag the CDTV EX icon into the Scala startup drawer. Insert Scala MM300/IC500 Disk 1 (or the CDTV EX 2.0 disk) in the disk drive, and switch on the CDTV. The CDTV will load a program from the disk; once the disk drive activity stops, you may start Scala.

Control menu

When you click a button in the CDTV column in the main menu, the CDTV menu will appear. Please note that the CDTV EX re-reads the table of contents (the track list) every time it opens the menu. Typically, you would therefore close the menu and re-open it if you insert a new CD in the CDTV. The CDTV EX automatically detects if a new CD has been inserted and reformats the MSF numbers if necessary.

The upper left button is the Command selector. Use the arrows on this button to select one of the following commands:



Play

Will play a track or sequence from the CD. Use the Start Track button to select which track to play from. Use the Stop Track button for selecting the last track.

The Start and Stop Track buttons have a button below them that displays the exact start/stop position on the CD in MSF format (Minutes, Seconds, Frames).

The position can be modified by clicking on the arrows related to the number you want to modify. If you choose to modify the start/stop position directly, the script will of course not work very well with a CD different from the one currently inserted in the CDTV.

The Fade In and Out buttons have number arrows that specify the fade duration in seconds. Set the duration to zero if no fading is preferred. The Fade Out function will be activated *x* seconds before the out point is reached, the number *x* is defined by the duration in the menu. This means that the track or sequence will end at the exact out point set in the menu even if the fade out function is activated. If the Wait button is checkmarked, Scala will not proceed with the next event until the track/sequence has been played back.

Sync

Sync's up to a specific point. Halts the current event until the track/MSF position set by the arrows in the menu is reached.

Stop

Stops CD playback. The Fade Out button sets the fade duration in seconds. If set to zero, no fading will be performed.

Wait

Halts the current event until CD playback is finished.

Pause On

Halts CD playback. Playback can be restarted by using the Pause Off function.

Pause Off

Restarts playback if the CDTV is set to pause mode.

Scala Lingua commands

EX CDTV PLAY tracknumber

Play a CD track with no fading (included for compatibility reasons)

*EX CDTV PLAYTRACK starttrack stoptrack fadeinsecs
fadeoutsecs waitflg*

Plays one or more CD tracks with or without fading.

*EX CDTV PLAYMSF starttrack stoptrack startminutes
startseconds startframes stopminutes stopseconds
stopframes fadeinsecs fadeoutsecs waitflg*

Plays an MSF sequence with or without fading.

EX CDTV SYNC track minutes seconds frames

Syncs up to a specific MSF position.

EX CDTV STOP fadeoutsecs

Stops CD playback with optional fadeout.

EX CDTV WAIT

Halts event until playback is finished.

EX CDTV PAUSEON

Halts CDTV playback.

EX CDTV PAUSEOFF

Restarts CDTV playback after issuing a PAUSEON command.

Icon Tooltypes

DEVICE=serial.device

If you have a third party serial board in your Amiga, you may have to change this line.

UNIT=0

If you have a third party serial board in you Amiga, you may have to change this line.

Enhanced AnimLab utility

AnimLab can be used to convert your animations to and from different animation formats, for example in order to speed up animation playback or enable playback directly from hard disk.

AnimLab supports a series of different animation formats. The most common format is Anim 5, which is used by Deluxe Paint. With Scala MM200 we introduced the Anim16 and Anim32 formats, which offered much faster decompression and playback (but the converted animation file will in most cases be larger than the original one). Now AnimLab also supports Anim8W and Anim8L, which is used in Brilliance and other programs.

Anims can also be resized to and from any size. You can also use AnimLab to build an animation from single pictures, or you can split an animation into single pictures. AnimLab can also be used as an "engine" for processing several pictures to one format and/or size to another, including all formats supported by the file format EXes. AnimLab can also add DiskANIM index to your animations in order to enable the *DiskANIM* option offered by ScalaMM.

UTILITIES : AnimLab

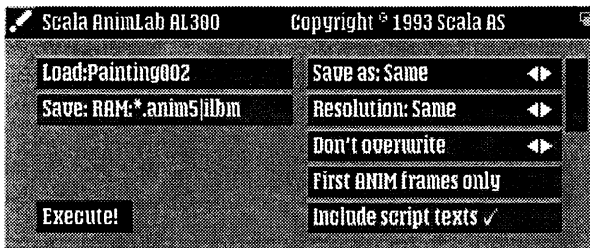
Another new feature in AnimLab is to let the script text be added to each frame, so that it won't be destroyed in the same way as it would if you added the text in the *Edit* menu.

Memory and hard drive requirements

AnimLab works on a frame by frame basis, each frame will be loaded from you hard drive when needed. This means that you can work with animations that are much larger than available memory. AnimLab will not overwrite your existing anim, but generate a new one. AnimLab will also need an extra copy of the anim when the Add DiskANIM INDX option is specified. This means that you will, in the worst case, need approximately twice the size of the original anim of free space on your hard drive.

Starting AnimLab

You will find AnimLab in the Scala/Utilities drawer, and to start it, just double-click its icon. You can also activate it directly from the *System* menu in Scala, which often will be the most convenient way. After a few seconds the following menu will appear across the bottom of the screen:



Load

Use this button to select which file(s) to load into AnimLab. When you select *Load*, the *File Menu* appears, and you can select which file(s) to load. If you for example are going to join together series of pictures to an animation, you can select both scripts, animations and pictures as source files. To select more than one, hold down the SHIFT key while selecting the files. The *File* field above the file list will contain the number of selected files.

Save

When you have selected what to load, the *Save* button will appear, and it will show a name suggested by AnimLab. If you wish to override AnimLab's default, press *Save* and select a path and/or file. If the settings in AnimLab makes it impossible to select a single output file, only directories will show.

With the buttons on the right hand side of the screen you can select what to do with the animations or pictures. Use the slide control to move up and down in the button list, and activate the choices you prefer.

Save as

With the button at the top you can select how to save the pictures/animation. Notice that the suffix of the name in the *Save* button may change according to which anim format you have selected. The following Anim formats are supported by AnimLab:

<i>Same</i>	The pictures will be saved in the same file format as the originals. This may be useful if you want to resize or change the number of colors in several pictures and animations.
<i>Animation</i>	The pictures will be saved as an animation. Pictures with a resolution or size different from the first one will be converted automatically.
<i>Pictures</i>	The pictures will be saved separately. If you split an animation into pictures, each picture will have suffix that indicates the frame number.

UTILITIES: AnimLab

Resolution

Use this button to decide the resolution of the output pictures.

same The height, width or number of colors will not be changed. There is only *one* exception to this: if you have selected *Save as Animation*, pictures with a resolution different from the first one will be converted.

xxx.yyy.zzz.type When you select *not* to use the *same* resolution, the button changes to show a specific resolution. To change this resolution, click the button, and the *Set Resolution* menu appears. In this menu you can select an exact resolution, size and depth if the final images, and also decide whether or not remapping and color optimization should be used. The *Set resolution* menu is described elsewhere in this appendix.

Overwrite

With this button you can select how AnimLab should treat existing and original files:

Don't overwrite The files will be saved in the *Save* directory, and files will be renamed if there already exists a file with the same name.

Overwrite old This choice will save the files in the *Save* directory, without checking for existing files. This may cause old files to be overwritten. But - also this choice has an exception: If the *Load* and *Save* directory is the same, the *Load* file will not be overwritten. If you have selected several files, this will only apply to the last selected file. A good advice is: *Always* use different *Load* and *Save* directories!

UTILITIES: AnimLab

Overwrite original This choice will modify the original files, so please use it with great caution! *Overwrite original* is only available when *Save as* is set to *Same*, and will also give you an extra warning before proceeding.

First anim frames only
Will cause AnimLab to only use the *first* frame in the selected animation(s).

Include scripts texts
The text in the script will be added to all the frames in the animation.

Lock palette
Controls the palette during the conversion. The choices are:

Don't lock palette Does exactly what it says: the palette is unlocked.

Lock first palette The palette of the first picture is used. The depth of the saved pictures will be the same as for the first one, and if no remapping is selected, it will be set to *Standard* when you select *Execute*.

Lock optimized palette The palette will be locked to the optimized palette, which is calculated by AnimLab before the pictures are converted (it may take some time, depending on the resolution and the number of frames. If *Remap* is not selected, it will be set to *Standard*.

Anim format
Here you can select the file format of *animations*. The default (internal) format is IFF, but through the file format EXes you can write other formats, like FLIC, which is a common format on IBM compatible PC's.

UTILITIES : AnimLab

Anim type

Here you will find various sub-types to the internal IFF format and to formats added through the EX system. All IFF format animations will be written with an index for faster playback from hard disk.

If you have selected IFF as the animation format, you have the following choices:

- | | |
|------------------------------|--|
| <i>Anim5</i> | This is the most common anim format. It is supported by most packages that can handle animations, such as Deluxe Paint. This format offers the best compression in most cases, but also the poorest playback speed. |
| <i>Anim8W & Anim6L</i> | These two formats are made for fast playback, but are not as compact as Anim5. They are for example used by the paint package Brilliance. |
| <i>Anim16 & Anim32</i> | These formats was developed by Scala before the <i>Anim8</i> formats, for fast playback. Now you should rather use <i>Anim8</i> instead of these. |
| <i>Anim16i & Anim32i</i> | These two formats are developed for animation that <i>always</i> are to be played at maximum speed. This is the trick: When an interlaced animation is showed at maximum speed, every second line of every second picture will never be shown, due to the way interlace works. Because of this, these lines are removed from the animation, doubling the playback speed and reducing the size to about 50 percent. But there are certain limitations to this option: To get smooth playback the anim must be in interlace and the playback speed must be 50 frames per second. If the anim contains different palettes, you might get unexpected |

results. The result of using these formats will vary greatly from anim to anim. The only way to find out if it will work with your anim is to convert it and see. Note that you will lose information when converting them, so make sure you don't delete the original anim if you intend to modify it later!

Picture format

Select which format to save pictures with. IFF is the internal format, but any format supported by installed file format EXes can be chosen.

Show rendering

If *on*, the pictures will be displayed on the screen while the conversion proceeds. If turned *off*, you may save some time.

Execute!

Note that AnimLab will not start converting until you press the *Execute!* button. When you have started an operation the *Execute!* button will change to *Stop!* If you press the *Stop!* button, the operation will be aborted and your output file will be deleted.

If you have selected *Overwrite original*, you will receive a warning message which you will have to confirm in order to proceed.

If *Lock optimized palette* is selected, AnimLab will search through all the pictures before starting the conversion, in order to calculate which colors to use.

UTILITIES: AnimLab

REFERENCE: SHORTCUTS

Main menu

	F1/Up	Previous event
	F2/Down	Next event
SHIFT	F1/Up	First event
SHIFT	F2/Down	Last event
	A + q	Quit
	A + n	New
	A + e	Edit
	DEL	Delete
	A + d	Delete
	SPACE	Run!
	A + r	Run!
	A + l	Load script
	A + s	Save script
	HELP	Scroll to current event

Wipe menu

i	Ease in
o	Ease out
d	Damped
b	Backwards
c	Clear page before wipe
t	Rotate wipe 90°
s	Fade the colors a bit during the wipe

Numeric pad hotkeys in wipe menus:

8	Wipe north
9	Wipe northeast
6	Wipe east
3	Wipe southeast
2	Wipe south
1	Wipe southwest
4	Wipe west
7	Wipe northwest

REFERENCE: SHORTCUTS

Main Edit menu only

	F1	Previous event
	F2	Next event
SHIFT	F1	First event
SHIFT	F2	Last event
	F3	Copy events with texts
	F4	Copy events without texts
Ctrl	Up/Down	Adjust line spacing
Ctrl	Left/Right	Adjust character spacing
	ENTER	Split text line
	DEL	Delete object or single character
SHIFT	DEL	Delete to end of line
	A + DEL	Delete all objects on the page
SHIFT	Backspace	Delete to beginning of line
	A + t	Load layout
	A + e	Load brush
	A + l	Load
	A + r	Load background
	A + b	Bold
	A + i	Italics
	A + u	Underline
	A + w	Shadow
	A + o	Outline
	A + 3	3D
	A + s	Save
	A + z	OK
SHIFT	A + z	OK and straight to <i>Main</i> menu

In any Edit menu

	F6	Select all objects on a page (toggle).
	F8	Antialias level, cycles 4-3-2-1-0-3...
	F9	Show boxes (toggle)
	F10	Redraw screen
	A + k	Change upper/lowercase characters
	A + -	Justification toggle
	A + x	Cut
	A + c	Copy

REFERENCE: SHORTCUTS

	A + p	Paste
	A + v	Paste
	A + SPACE	Show
	A + a	Copy attributes
	A + g	Give attributes
	A + j	Depth arrange objects
	A + h	Halve brush/drawing tool
SHIFT	A + h	Double brush/drawing tool
SHIFT	A + x	Double brush/drawing tool in x direction
SHIFT	A + y	Double brush/drawing tool in y direction
	A + ,	Pick color
	A + [or]	Shift colorbank bar
HELP		Editmenu to back/front (toggle)
ESCAPE		End drawing tool operation

Shortcuts during playback

	Left/Right	Goto previous/next page
	Up/Down	Goto first/last page
Nupad +	ENTER	Goto page n
	DEL	Mouse pointer on/off
	HELP	Counter on/off (if resolution permits it)
	Escape	Exit playback and highlight last event
SHIFT	Escape	Exit playback end edit last event
	p	Pause playback of wipes or anims (toggle)
	SPACE	Advance frame in pause mode

Work screen object manipulation

Qualifier	Mouse click	Object type	Action
NONE	Inside object	Any	Click/Move
SHIFT	Inside object	Any	Select/Move object
NONE	On handles	Brush	Select/Move cropping rectangle
SHIFT	On handles	Not text	Select/Resize object
ESCAPE		Brush	Select/Crop object
		Any	Aborts operation
Right mousebutton		Any	Aborts operation
+ CTRL	On handles	Not text	Retains aspect of object
+ ALT		Any	Locks x or y direction

REFERENCE: SHORTCUTS
